



CRITERIA FOR CHALLENGE 20/20

The following criteria will be used by schools participating in Challenge 20/20:

1. **Understanding and application** of using a global problem as the centerpiece to identify, through cross cultural problem solving, local solutions.
2. **Critical Thinking:** Critical thinking is the use of those cognitive skills or strategies that increase the probability of a desirable outcome. It is used to describe thinking that is purposeful, reasoned, and goal directed – the kind of thinking involved in solving problems, formulating inferences, calculating likelihoods, and making decisions when the thinker is using skills that are thoughtful and effective for the particular context and type of thinking task. This includes the vocabulary of logic and arguments with the following basic concepts:
 - the logical form (structure) of good and bad arguments
 - types of informal, incorrect reasoning or fallacies
 - new ways to look at language in proposing new theories of how words are to be used
 - the usual sources of our information and the most common ways we are led astray by them
3. **Problem Solving:** Effective problem solving is any method by which problems are solved in a satisfactory amount of time to a satisfactory degree without wasting resources. These methods are characterized by the use of systematic tools. Understanding the method can help you attack problems much more effectively than more traditional methods.
4. **Creative Problem Solving:** Creative problem solving involves taking an issue that needs to be addressed and sketching out the statement of the situation; a gathering of facts; brainstorming ideas; ranking possible solutions, and accepting those finding among all involved.
5. **Team Work and Communication across Borders:** Working together on a project demands timely communication among students and faculty from both schools. There should be a written or electronic journal kept of dates, length of engagements, decisions made, etc. Communication should include emails, snail mail, blogs, web sites, teleconferences (possibly sponsored by a local business or individuals), and exchange of symbols representing each school.
6. **Use of Technology:** Power point presentations, development of web sites, student-made videos, and/or audios, animations, or any other creative technology driven solution. Web sites, blogs, or other creative technology-driven solutions may be used.
7. **Innovation:** Innovation is using creativity to add value economically, socially, psychologically, and aesthetically. It is the process that transfers ideas through activities into workable plans.

- 8. Curricular Integration:** In order for Challenge 20/20 to make a lasting contribution to your school, the process should be an ongoing one, incorporated into your curriculum and not simply tacked on. It is to be hoped that it will become part of your "across the curriculum." You may also show how your existing curriculum was used or changed to infuse the program.
- 9. Creativity:** This includes fluency, flexibility, originality, and elaboration. Fluency is the number of ideas generated; flexibility looks at the different categories the ideas fit into; originality looks for freshness of design; and elaboration looks at ways by which the ideas and solutions might be expanded or enhanced.
- 10. Presentation of Final Solution:** A presentation of the final solution must be made to the school, its administration, faculty, and students through videos, plays, or other creative means, in addition to the submission to NAIS.